Introduction.

Hello, and welcome to my 5 pages long document that will teach you how to program a simple script in python. The script we will be creating is a very basic random number generator. We will cover various topics including the functions, print(), randint(), etc... as well as, importing libraries into your project.

Displaying Text.

You can display text on the screen in python by using the, “print()”, function. You can show a specific string of text by adding quotations inside the function and add the text. Example: print(“Hello world!”). This concludes how you are able to display text on the screen in python.

Importing Libraries.

You can import libraries in python by using “import LIBRARY_NAME_HERE”. You can also use “import” to import the “random” library which allows you to generate random numbers, which is required for our generator that we will be creating.

Functions in Libraries.

Earlier, we talked about the “print()” function. In every library, there are multiple functions to your use. For example the “random” library is a pre-installed library in python that has many functions, like “random()”, “randint()”, and so on. When you use a library’s function, you put the name of the library, then the function instead of just the function. Ex: “random.randint()”.

Creating the Project.

We are finally going to make the project! First of all, we are going to import the random library. To do this, we will put, “import random” in the VERY beginning of our code. Next, we are going to display/print “Welcome to my number generator!” To do this, we will insert, “print(‘Welcome to my number generator!’)” into our code. Now we are going to actually generate the number. We do this by, inserting, “random.randint(1, 10)” This generates a number that is 1-10 every time you execute the code! Good luck!

Finished Product.

Here is the code if you run into issues! :D

```
Import random

print(‘Welcome to my number generator!’)

randint(1, 10)
```